* By looking at settings.ui I found that startupBehavior object, that contains the user decision to what to load at new page or application startup, is retrieved in browsermainwindow.cpp and browserapplication.cpp

src/main.ccp contains int main()

* + Creates a BrowserApplication object and calls its newMainWindow() method
* src/browserapplication.cpp
  + BrowserApplication::newMainWindow() of type BrowserMainWindow\* creates a BrowserMainWindow instance, makes it show and returns it
  + BrowserApplication::mainWindow() of type BrowserMainWindow\* retrieves or creates the main window and returns it
  + BrowserApplication::historyManager() of type HistoryManager\* retrieves or creates the manager of the history
* src/browsermainwindow.cpp
  + Builds using code the window.
  + m\_navigationBar is the address bar
    - void BrowserMainWindow::setupToolBar() sets it up
  + m\_toolbarSearch is the search bar
    - lines 1049-1052 handle it
* src/webviewsearch.cpp
  + defines the widget to be displayed in a tab
  + WebViewWithSearch::WebViewWithSearch() is responsible for creating the blank widget when a tabi s opened

src/toolbarsearch.cpp

* + defines the search widget and functionalities
  + void ToolbarSearch::searchNow() handles the searches